

DesignWare™

Learning Comes Alive

SPELLICOPTER™

THE ACTION SPELLING GAME



Ages 6 to Adult



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Written in MicroMotion FORTH-79.

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San Francisco, CA

A Note to Parents

Learning to Spell with Spellicopter

The first step in becoming a good speller is to be motivated to spell correctly. One of the greatest values of spelling games is that they provide this motivation. Spellicopter is a game that is lots of fun and requires accurate spelling for success.

Educational research has shown that an effective way to teach spelling is to have students take a test on the words they are studying and then correct it themselves, rewriting each misspelled word. Because of the effectiveness of this method, we have incorporated it into the Spellicopter program.

When playing Spellicopter, children select the spelling list they want to use in the game. They can see the words on the screen before they begin to play. Just as teachers use the word in a sentence during spelling tests, the Spellicopter program presents a sentence with the word missing. The player must decide which of the spelling words completes the sentence and then spell the word correctly. If the word is misspelled, the computer shows the correct spelling, and the player tries to spell it again.

The Spelling Words that Come with Spellicopter

The program comes with 40 lists of 10 words each. These words were selected because they are among the most frequently used words in our language. The lists were compiled based on three criteria: word length, difficulty and frequency of use. The shortest and easiest words appear in the lists labeled Basic. The lists become increasingly difficult, with the Advanced lists challenging even for many adults. Children can use the words that come with Spellicopter to play the game, or use their own word lists. You or your children can enter these lists quickly and easily.

Helping Your Children Get Started

If your children are too young to read the next section of this manual (About the Game), you should introduce them to Spellicopter and how it works. Read About the Game for a general description of the game, then run the program and watch the Demonstration with your children.

After playing Spellicopter with the words that come with it, you may want to enter your children's spelling words. Children over 8 years old should be able to do it themselves after you've done it with them once.

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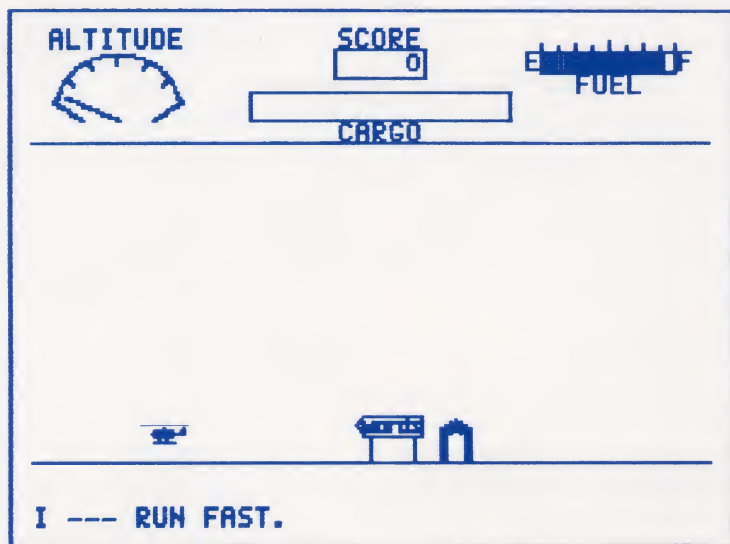
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About the Game

Spellicopter is a spelling adventure game. To play the game, you pilot your helicopter through crowded skies and over mountainous terrain to the Letter Field where you pick up words, letter by letter, in the right order. Then you fly back with your cargo to the landing field and refuel for the next mission.

You've got to be a good pilot or you'll never reach your destination. Avoid high mountains, lightning bolts and flying objects as you fly to the Letter Field, or your chopper will explode. When you get there, figure out the spelling word fast so you don't waste fuel. Fly your chopper over the letters you want and pick them up, one by one, to spell the word. While you're spelling, watch out for the tree and keep an eye out for a pesky UFO. And be sure you don't run too low on fuel or you won't get home!

If you spell the word right, you get 20 points. You lose 5 points if you misspell it, or if your chopper explodes before you finish picking up the letters. When you get the word right, head back to the landing field. But be alert! You're flying back through treacherous skies again. When you reach the landing field, set your chopper down safely and unload your cargo of letters. You'll win Bonus Fuel Points. Then you're ready to go again!



Your Instrument Panel

The Altimeter shows how high you're flying. Use it to avoid crashing into things.

Your points appear in the score box.

The Fuel Gauge shows you how much fuel you have. Don't run out!

The letters you pick up appear in the Cargo Window.

Word Lists and Sentences

Spellicopter comes with 400 spelling words. The words are organized into lists of 10 words each. These lists are either Basic, Intermediate or Advanced. There are also 'context' sentences for every word. A context sentence is a short sentence with dashes in it where the spelling word goes. If you like to play anagrams (figuring out words from scrambled letters) you can use Spellicopter without the context clues.

When you play Spellicopter, you can use the spelling words already on the diskette or create your own spelling lists (or other kinds of lists) and sentences. If you want to make your own lists you'll need a blank diskette or one with data on it that you don't mind erasing. Your lists will be stored on this diskette.

Varying the Difficulty of Play

The difficulty of the game depends not only on the word list you select (Basic, Intermediate or Advanced) and whether you use context sentences for word clues, but also on how good a pilot you are!

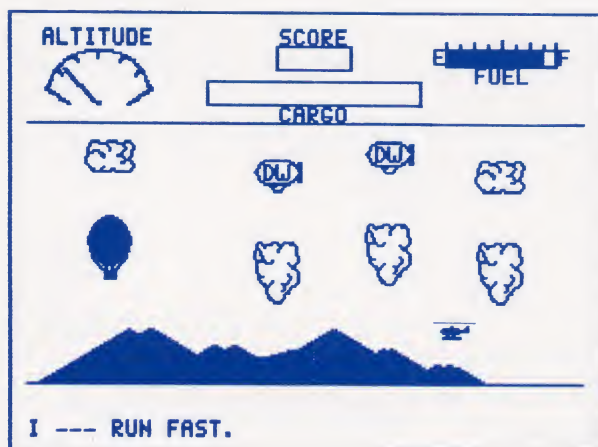
The Skill Level you choose at the beginning of the game determines how difficult your flying missions will be. At Pilot Level, there are only a few obstacles in your path and no UFO on the Letter Field. At Captain Level and Ace Level, the UFO is there and the skies are more crowded.



Pilot Level



Captain Level



Ace Level

You can use a joystick or certain keys on your keyboard to fly your chopper through the sky, to pick up and drop letters. Refer to the *Joystick/Keyboard Guide* at the end of this manual for instructions.

You can play the game with a partner or by yourself. Make up your own rules: when you return to the landing field, it's the other player's turn. Or switch players when one of you crashes.

For more instructions, watch the Demonstration on the computer, or read the rest of the User's Manual.

Have fun!

Getting Started

Apple® II Plus and Apple IIe computers: Put the Spellicopter diskette into the disk drive with the label facing up. Close the disk drive door, then turn on the computer and the monitor.

IBM PC® and PCjr®: Put the Spellicopter diskette into the disk drive with the label facing up. Close the disk drive door and turn on the computer. If you are using this program with the IBM PC, a Color/Graphics Monitor Adapter is required. It will not work with the IBM monochrome monitor.

Atari® 400, 800 and 1200XL computers: Remove the BASIC cartridge. Then turn on the disk drive. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Spellicopter diskette with the label facing up and close the disk drive door. Turn on the computer and the monitor.

Atari® 600XL (48K), 800XL and other Atari XL computers with built-in BASIC: Turn on the disk drive first. When the top red light (the "BUSY" light) goes out, open the disk drive door. Insert the Spellicopter diskette with the label facing up and close the disk drive door. **Hold down the OPTION key.** Turn on the computer and the monitor.

Commodore® 64: Refer to Commodore 64 Instructions on page 19 of this manual.

The program will start automatically. If you want a Demonstration, press 4.

Playing the Game

The Spellicopter program begins automatically when you put the Spellicopter diskette in Drive 1. (Refer to *Getting Started*.) The first thing you will see on your screen is a list of 4 options:

Do you want to

- 1) Play game
- 2) Create word lists
- 3) Change game options
- 4) See demonstration

Joystick (Y) Context Sentence (Y)
Sound (Y) Skill level: Pilot

Press 3 to change options.

Notice that Game Options are already set for you. The current settings are displayed across the bottom of your screen. If you want to change any of these options, press 3 and make your changes before you begin to play the game. (Refer to *Changing Game Options*.)

Press 1 to PLAY a Game

The first thing you have to do to play the game is select a word list. There are lists on the Spellicopter diskette. To use these, press RETURN.

To use the Spellicopter word lists,
press RETURN.

If you want to use your own word
lists, insert your data diskette,
then press RETURN.

If you want to make your own lists, see instructions for option 2: Create Your Own Word Lists.

A list of the first 20 word lists on the diskette appears. Press RETURN to see the rest. Type the number of the list you want to use and press RETURN.

1. BASIC 1
2. BASIC 2
3. BASIC 3
4. BASIC 4
5. BASIC 5
6. BASIC 6
7. BASIC 7
8. BASIC 8
9. INTERMEDIATE 1
10. INTERMEDIATE 2
11. INTERMEDIATE 3
12. INTERMEDIATE 4
13. INTERMEDIATE 5
14. INTERMEDIATE 6
15. INTERMEDIATE 7
16. INTERMEDIATE 8
17. INTERMEDIATE 9
18. INTERMEDIATE 10
19. INTERMEDIATE 11
20. INTERMEDIATE 12

Type the number
of the word list
you want (and
press RETURN).

Just press RETURN
to see other
lists on this
diskette.

Press ESC to quit.

Now, if you like, you can see the words in the list you've chosen before you begin the game. Reviewing the word list will help you guess the words when you're playing. Also, you may want to see several word lists before you select one. Type Y or N and press RETURN when the computer asks if you want them displayed.

Words: BASIC 1

1. CAN
2. RAN
3. GET
4. BIG
5. LOOK
6. TEN
7. PIG
8. MEN
9. WE
10. HE

Do you want to
use these words?
(Y/N)

If you type N, the game will start. If you type Y, the words are displayed, and the computer asks if this is the list you want to use. If you type N, you'll be able to choose another list. If you type Y, you're ready to play.

When you've selected your word list, the landing field appears. Now the game begins. If you're using context sentences, the sentence is on the bottom of your screen. Guess the missing word, then fly your chopper off to the left. Don't take too long to guess the word or you'll waste fuel! If you aren't using sentences, take off as soon as the chopper appears. Don't crash into the shed or the word sign!

(Refer to illustration on page 3.)

Joystick Users:

Use the joystick to fly your chopper. If your joystick has two buttons, use the first one to pick up the letters and the second to drop them. If your joystick has only one button, use the RETURN key to drop letters. In order to drop the letter, you must be over a blank spot on the Letter Field.

Keyboard Users:

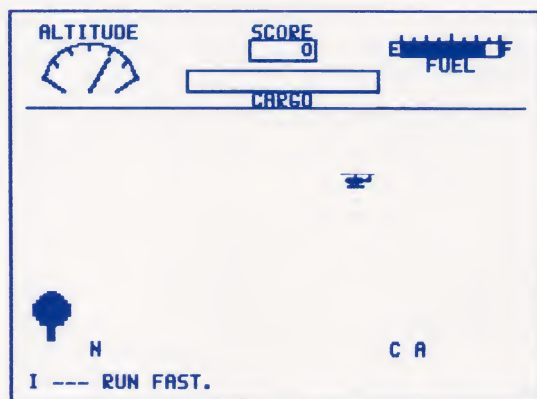
If you do not have a joystick, you can use the keyboard. If your computer has four arrow keys, you can use them. Or, you can use the letters I, J, K and M to fly up, down, right and left.

When you reach the far left of the landing field, you'll suddenly be flying in mountainous terrain. Be alert! Watch out for high peaks, storm clouds and flying objects.

(Refer to illustrations on page 5.)

If you crash into something, try to remember where it was so you don't do it again. If you crash here, you lose 5 points and have to start back at the landing pad again.

When you reach the Letter Field, you'll see the letters scattered on the screen.



When you know the word, pick the letters up in the right order to spell it. You can pick letters up from any height on the screen. If you pick up the wrong letter, you can drop it in an open space next to another letter.

Joystick Users:

Use

Button 1
Button 2 (RETURN with one-button joystick)

To

Pick up letters
Drop letters

Keyboard Users:

Use

SPACE BAR
(Left Apple Key for Apple IIe users)
RETURN
(Right Apple Key for Apple IIe users)

To

Pick up letters
Drop letters

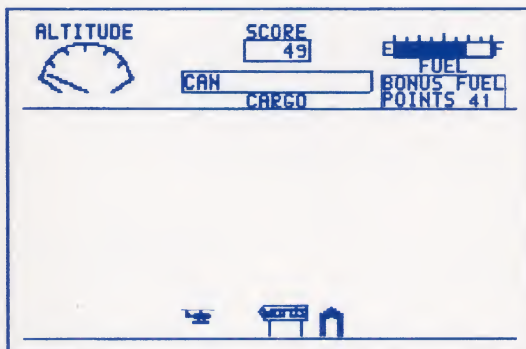
If you crash: You have to start over.

If you misspell the word: The correct spelling flashes in the Cargo Window and the letters are scattered on the field again. You lose 5 points, but you get to try again.

If you spell part of the word, then crash: You lose 5 points. You have to start back at the landing field again, but you get to keep the letters you've already picked up.

If you spell the word right: You get 20 points!

As soon as you spell the word correctly, fly back to the landing field (to the right) to land and refuel. If you crash on your way back, you don't lose points. You just won't get Bonus Fuel Points.



When you reach the landing field, land and press the "drop letter" button to signal that your mission is complete.

Joystick Users: Press Button 2 (RETURN with one-button joystick)

Keyboard Users: Press RETURN

(Apple IIe Users: Press the Right Apple key)

Don't crash into the shed or the word sign on the field! You get Bonus Fuel Points for completing a successful mission. When your fuel tank is full, you're ready to go again.

Game Strategies

To make it easier for you to guess the word, you can do two things: First, display the words on the list before you begin to play. Second, use context sentences in the game.

Flip back and forth quickly between screens to see where objects are in the sky before you fly to or from the Letter Field. You can do this when your chopper is at the far left of the landing pad and far right of the Letter Field.

To Interrupt or End the Game

If you want to pause, but don't want to end the game, press the 'ESC' key. When you're ready to continue, press RETURN.

If you want to end the game, press the 'ESC' key twice.

Creating Your Own Word Lists

Press 2 to CREATE Your Own WORD LISTS

To create your own word lists you will initialize a diskette, name the list you are going to create, enter the sentences or clues, and then enter the words. You may find it helpful to write out your clues and words before entering them.

Put your Spellicopter diskette in Drive 1 and select 2 from the first list of options that appears. When you do, you'll see this list on your screen:

```
Press the letter of
the option you want:

A- Create a new data disk.
B- Add or change a word list.
C- Display a word list.
D- Erase a word list.

(Press the 'ESC' key to quit)

Be sure your data diskette
is in the disk drive.
```

A – CREATE a New DATA DISKETTE

Choose option A when you're creating your own word lists and sentences for the first time on a particular diskette. The first step in making your own lists is to prepare a Data diskette for storing the lists by initializing it with this part of the program. A Data diskette can be made from a brand new disk or one with data on it that you don't mind erasing. Data diskettes initialized by the Spellicopter master cannot be used by other programs you may have on your computer.

First, remove the Spellicopter diskette and put your blank or reusable diskette in Drive 1. Then press A. The program initializes the diskette for you automatically. When the process is complete, you'll return to the menu. Select option B to make a word list.

NOTE:

When you finish making word lists on your Data diskette, be sure to put a Write-Protect tab over the notch on the side of the diskette so the data cannot be erased accidentally. Be sure to remove this tab if you want to erase the diskette completely to create a new Data diskette or add a new list.

B – ADD or CHANGE a Word List

Option B lets you add new word lists and sentences to your Data diskette. You will also choose this option when you want to make changes in the lists already there. You can't make additions or changes to lists on your Spellicopter diskette.

When the menu appears on your screen, remove your Spellicopter diskette and put your Data diskette in Drive 1. Then type B.

The numbers 41 through 80 appear. (The lists on the Spellicopter diskette are numbered 1 to 40.) There are no titles beside these numbers if you're making the first word list on a new Data diskette. If you want to add or change words already on the diskette, select the number of the list you want to change.

```
41.  
42.  
43.  
44.  
45.  
46.  
47.  
48.  
49.  
50.  
51.  
52.  
53.  
54.  
55.  
56.  
57.  
58.  
59.  
60.
```

Type the number
of the word list
you want (and
press RETURN).

Just press RETURN
to see other
lists on this
diskette.

Press ESC to quit.

If you are starting a new list, the computer asks you to name it and press RETURN.

41.
42.
43.
44.
45.
46.
47.
48.
49.
50.
51.
52.
53.
54.
55.
56.
57.
58.
59.
60.

What do you want
to call this
list of words
(number 41)?
ANIMAL

Then a list of 10 numbers appears. Above it you will see the name of the list of words. If this is a new list, there will be no words on it. If you're making changes to an existing list, this shows you the words that are there. Type the number of the word you want to change or add and press RETURN.

Words: ANIMAL

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

Type the number
of the word you
want to add or
change (and
press RETURN).

Press ESC
to quit.

Now you can create or rewrite a context sentence (or clue) for this word on the list. The sentence can be up to 80 characters, about 2 lines long. Type it leaving one dash for each letter in the word to be spelled. Don't worry if the word runs over from one line onto the next. When you've finished typing, press RETURN.

If you're making changes to an existing word list, the context sentence that's already there will be displayed. To leave the sentence as it is, just press RETURN. Otherwise, type your new sentence and press RETURN.

Type a complete sentence, with dashes where the spelling word goes, or type the clue you wish. Then press RETURN

If you want to keep the sentence already there, just press RETURN.

You may enter up to 80 characters in all. Don't worry if the words are broken at the end of a line.

THE COW JUMPED OVER THE ----.

Next you're asked to enter the new word.

The current word:
MOON

Type a new word and press RETURN. Or press RETURN to keep a word that is already there.

THE COW JUMPED OVER THE ----.

Just type the word and press RETURN. The word list will appear with the new word on it.

Words: ANIMAL

1. MOON
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

Type the number
of the word you
want to add or
change (and
press RETURN).

Press ESC
to quit.

If you're making changes to the word list and want to leave a word as it is, just press RETURN. If you want to change it, type the new word and then press RETURN. The word list will appear with the new word on it.

Continue this process until you've made all your additions and changes. Then press 'ESC' to return to the list of options. If you want to begin playing Spellicopter now, remove your Data diskette from Drive 1 and insert your Spellicopter diskette. Then press 'ESC' again. When the menu appears, select the PLAY GAME option (#1).

C – DISPLAY a Word List

Option C lets you look at the word lists and context sentences on your Data diskette or your Spellicopter diskette. If you want to see the lists on your Data diskette, remove your Spellicopter diskette and put your Data diskette in Drive 1. Then press C.

You will see the first 20 word lists on the diskette. Press RETURN to see the rest. Then type the number of the list you want displayed and press RETURN.

Both the words and the context sentences are displayed for you.

1. COW
THE --- JUMPED OVER THE MOON.

2. NICE
THREE BLIND ----.

3. ELEPHANT
AN ----- NEVER FORGETS.

4. CAT
THE --- CRIES MEOW.

5. DOG
THE --- BARKS.

(Press RETURN to see more,
or press ESC to exit.)

D – ERASE a Word List

Option D lets you erase word lists from your Data diskette. (You can't erase lists from the Spellicopter diskette.) Remove your Spellicopter diskette and put your Data diskette in Drive 1. Then press D. The first 20 word lists on your Data diskette appear. Press RETURN to see the rest.

Type the number of the list you want to erase and press RETURN. The computer asks you if you're sure you want to erase the list, then acts on your instructions.

Words: ANIMAL

1. COW
2. MICE
3. ELEPHANT
4. CAT
5. DOG
6. RAT
7. KOALA
8. KANGAROO
9. TIGER
10. BUFFALO

Do you really
want to erase
all these words?
(Yes/No)

Changing Game Options

Press 3 to Change Game Options

The following game options are available:

- switch between playing with or without a JOYSTICK
- turn the SOUND on or off
- turn the CONTEXT SENTENCES option on or off
- change the BACKGROUND COLOR (black or white)
- change the SKILL LEVEL (1-3)

Note: Some of these options will not be available in certain computer versions of Spellicopter.

Type Y or N in response to questions about the joystick, sound, sentences and background color. Type 1, 2 or 3 for skill level. You can't change the game options while playing a game, so make your choices before you begin.

The Demonstration

Press 4 to see a demonstration. The demonstration shows how the game is played. Watch the demo with your children to be sure they understand the game, and help them choose the appropriate game level or make their own word lists.

Commodore® 64 Instructions

The following information pertains to the use of DesignWare products on the Commodore 64 computer. Please read this information sheet before using your DesignWare program.

Loading the Program

Note: If you are using a joystick, be sure to plug it into Control Port 2 located on the right side of your machine **before** you load the DesignWare program.

Turn on the disk drive first. Then turn on the computer and the monitor. Put the game disk into disk drive 1 with the label facing up. Close the drive door. When the word READY appears on the screen, type the following:

LOAD "*",8

Then press RETURN. A message will appear telling you the computer is searching for the program. When the word "READY" appears, type **RUN** and press RETURN to load the program. This process takes a few minutes.

You will notice when you are playing the game that you sometimes have to wait for information to be loaded from the disk into the computer. This is a function of the disk drives, not the program. Whenever this occurs, a small picture of a disk will flash on the screen to let you know that the computer is getting information from the disk. If the Sound option is on, you will also hear a beeping sound.

Using the Program

Escaping from the Program

On the Commodore 64 you will use the f1 key to quit the game or return to the Main Menu, whether you are using the keyboard or joystick. Whenever the manual refers to pressing the ESC key, use the f1 key.

Moving the Cursor

With the I, J, K and M Keys: Use these keys to move the cursor up (I), down (M), left (J), and right (K). Your program may require using the Control (CTRL) key with these four keys. Refer to your manual or on-screen instructions.

With the Cursor (CRSR) Keys: Use the CRSR keys with arrows to move the cursor right and left, up or down. To move the cursor up or to the left with these keys, you must also use the SHIFT key. Hold the SHIFT key down and press the CRSR key with the up arrow or left arrow.

Note: The Shift LOCK key should always be up, not down.

With the Left and Up Arrow Keys: You can also use the two arrow keys on your keyboard to move the cursor up and to the left without having to use the SHIFT key.

Erasing Typing Errors

If you make a mistake when typing text, use the INST DEL key to erase it. Press this key to backspace and delete the error. Then retype the text correctly.

Things to Do with Spellicopter

Use your imagination! There are lots of things you can do with Spellicopter.

Practice Spelling and Vocabulary

Enter weekly spelling words and context sentences. Each week's spelling list can be put into a word list. Keep them so you can come back to them after two or three weeks. See if you can still spell them!

Make words and sentences from the children's readers so they can practice their reading and learn to spell too!

Challenge Your Family and Friends

Create word lists around famous lines from plays. The context sentences consist of quotes. The word list contains the missing words.

Romeo, Romeo! _____ art thou, Romeo? (Wherefore)
To be, or not to be: that is the _____ . . . (question)

Or, the context sentence is the quote and the word list is the person or character who said it:

Four score and seven years ago. . . (Lincoln)

Make it fun to learn the capital cities of the world. The context sentence gives the name of the country. The word list consists of the capitals.

_____ is the capital of France. (Paris)

Make it fun to learn important dates. The context sentences describe the events, the word list is composed of dates:

Columbus discovers America. (1492)

Make word lists out of riddles. The sentence is the riddle and the word is the answer.

What do you call a boomerang that doesn't come back? (a stick)

Scoring

You Win Points When You: Points Gained

Spell a word right

20

Get back to the landing field
to unload cargo
(Bonus Fuel Points)

Depends on amount
of fuel left
(Maximum 55)

You Lose Points When You: Points Lost

Crash before you get to the
Letter Field

5

Crash before spelling a word

5

Spell a word wrong

5

Spellicopter Study Method and Study Lists

Your Spellicopter program will help you learn to spell 400 of the words we use most often. As you can see, the shortest words are in the Basic lists and the longest words are in the Advanced lists.

Here's a study method you can use to help you learn these words and others.

- 1. Look at the word and say it.*
- 2. Spell the word aloud as you look at it.*
- 3. Close your eyes and picture the word in your mind's eye. Spell it aloud as you look at each letter.*
- 4. Write the word and say each letter as you write it. Do this five times.*
- 5. Close your eyes and look at the word in your mind's eye again and spell it once more.*
- 6. Use the Spellicopter program to practice spelling your words.*

Reviewing the words you have been studying will help you remember the words longer. Many people like to study 20 words a week. At the end of the week test yourself on the words you have studied plus the words you studied the week before. And have fun using your Spellicopter program to practice your spelling words!

BASIC STUDY LISTS

ONE	TWO	THREE	FOUR
1 can	1 did	1 chew	1 trip
2 ran	2 it	2 chop	2 why
3 get	3 ate	3 shop	3 what
4 big	4 late	4 shoe	4 back
5 look	5 got	5 place	5 tree
6 ten	6 not	6 much	6 neck
7 pig	7 make	7 street	7 rang
8 men	8 take	8 play	8 which
9 we	9 the	9 stop	9 witch
10 he	10 this	10 black	10 sang

BASIC STUDY LISTS (Continued)

FIVE

- 1 any
- 2 been
- 3 buy
- 4 die
- 5 its
- 6 to
- 7 too
- 8 two
- 9 due
- 10 led

SIX

- 1 bare
- 2 blue
- 3 born
- 4 cool
- 5 done
- 6 laid
- 7 lose
- 8 than
- 9 ache
- 10 deal

SEVEN

- 1 busy
- 2 here
- 3 it's
- 4 know
- 5 your
- 6 edge
- 7 hope
- 8 limb
- 9 once
- 10 lily

EIGHT

- 1 hear
- 2 just
- 3 then
- 4 hose
- 5 none
- 6 paid
- 7 wear
- 8 week
- 9 acre
- 10 easy

INTERMEDIATE STUDY LISTS

ONE

- 1 herd
- 2 birth
- 3 carry
- 4 color
- 5 heard
- 6 loose
- 7 meant
- 8 piece
- 9 their
- 10 idea

TWO

- 1 among
- 2 forty
- 3 there
- 4 tried
- 5 where
- 6 women
- 7 often
- 8 sugar
- 9 later
- 10 pupil

THREE

- 1 write
- 2 alley
- 3 crazy
- 4 dairy
- 5 early
- 6 worst
- 7 eager
- 8 gauge
- 9 yacht
- 10 siege

FOUR

- 1 began
- 2 until
- 3 which
- 4 chief
- 5 chose
- 6 dough
- 7 wound
- 8 worse
- 9 yield
- 10 seize

FIVE

- 1 miner
- 2 breath
- 3 enough
- 4 safety
- 5 truly
- 6 cellar
- 7 equal
- 8 whole
- 9 don't
- 10 judge

SIX

- 1 escape
- 2 except
- 3 handle
- 4 lawyer
- 5 tailor
- 6 desire
- 7 choose
- 8 absent
- 9 always
- 10 course

SEVEN

- 1 beggar
- 2 coming
- 3 across
- 4 amount
- 5 answer
- 6 collar
- 7 decide
- 8 pillow
- 9 polish
- 10 turkey

EIGHT

- 1 you're
- 2 afraid
- 3 arrive
- 4 artist
- 5 castle
- 6 health
- 7 island
- 8 reveal
- 9 tariff
- 10 devise

INTERMEDIATE STUDY LISTS (Continued)

NINE

- 1 attack
- 2 suddenness
- 3 author
- 4 banana
- 5 circle
- 6 column
- 7 before
- 8 moving
- 9 ninety
- 10 vacuum

TEN

- 1 bridal
- 2 choice
- 3 damage
- 4 notice
- 5 barred
- 6 bigger
- 7 punish
- 8 gaiety
- 9 galaxy
- 10 cousin

ELEVEN

- 1 pursue
- 2 accept
- 3 exactly
- 4 forgive
- 5 weather
- 6 lovable
- 7 desert
- 8 garage
- 9 cigarette
- 10 matter

TWELVE

- 1 awfully
- 2 believe
- 3 biscuit
- 4 country
- 5 doesn't
- 6 receive
- 7 through
- 8 welcome
- 9 writing
- 10 another

THIRTEEN

- 1 against
- 2 already
- 3 thought
- 4 capital
- 5 captain
- 6 dessert
- 7 fashion
- 8 haven't
- 9 breathe
- 10 they're

FOURTEEN

- 1 ceiling
- 2 chimney
- 3 fulfill
- 4 grocery
- 5 despair
- 6 villain
- 7 ecstasy
- 8 ideally
- 9 bicycle
- 10 cabbage

FIFTEEN

- 1 succeed
- 2 tragedy
- 3 sponsor
- 4 quietly
- 5 dropped
- 6 relieve
- 7 precede
- 8 peasant
- 9 pastime
- 10 pageant

SIXTEEN

- 1 nucleus
- 2 license
- 3 curtain
- 4 address
- 5 package
- 6 heavily
- 7 clothes
- 8 compare
- 9 dilemma
- 10 emperor

ADVANCED STUDY LISTS

ONE

- 1 cruelty
- 2 officer
- 3 finally
- 4 appeared
- 5 hospital
- 6 separate
- 7 theater
- 8 orchard
- 9 written
- 10 stories

TWO

- 1 February
- 2 basement
- 3 careless
- 4 customer
- 5 favorite
- 6 gasoline
- 7 headache
- 8 language
- 9 magazine
- 10 marriage

THREE

- 1 medicine
- 2 mischief
- 3 peaceful
- 4 personal
- 5 studying
- 6 remember
- 7 valuable
- 8 thorough
- 9 shoulder
- 10 feminine

FOUR

- 1 surprise
- 2 abundant
- 3 bracelet
- 4 accuracy
- 5 disciple
- 6 guidance
- 7 division
- 8 endeavor
- 9 mediocre
- 10 novelist

ADVANCED STUDY LISTS (Continued)

FIVE

- 1 pamphlet
- 2 omitting
- 3 behavior
- 4 suppress
- 5 symbolic
- 6 presence
- 7 perceive
- 8 entrance
- 9 arousing
- 10 prestige

SIX

- 1 prophesy
- 2 souvenir
- 3 specimen
- 4 maneuver
- 5 cemetery
- 6 sergeant
- 7 business
- 8 mortgage
- 9 referred
- 10 children

SEVEN

- 1 beginning
- 2 breakfast
- 3 Wednesday
- 4 carefully
- 5 dangerous
- 6 fortunate
- 7 straight
- 8 tomorrow
- 9 calendar
- 10 describe

EIGHT

- 1 admission
- 2 innocence
- 3 certainly
- 4 defendant
- 5 companies
- 6 atheistic
- 7 vengeance
- 8 ingenious
- 9 expensive
- 10 luxurious

NINE

- 1 dependent
- 2 apparatus
- 3 boulevard
- 4 communist
- 5 conscious
- 6 deceitful
- 7 desirable
- 8 diligence
- 9 pneumonia
- 10 resources

TEN

- 1 reminisce
- 2 prevalent
- 3 privilege
- 4 leisurely
- 5 financier
- 6 hindrance
- 7 different
- 8 procedure
- 9 physician
- 10 emphasize

ELEVEN

- 1 happiness
- 2 lightning
- 3 telephone
- 4 reference
- 5 changeable
- 6 misspelled
- 7 interested
- 8 loneliness
- 9 management
- 10 paralysis

TWELVE

- 1 adequately
- 2 adolescent
- 3 bankruptcy
- 4 capitalism
- 5 horizontal
- 6 inevitable
- 7 efficiency
- 8 exhibition
- 9 initiative
- 10 livelihood

THIRTEEN

- 1 apparently
- 2 beneficial
- 3 bureaucrat
- 4 complexion
- 5 conscience
- 6 exhaustion
- 7 melancholy
- 8 mysterious
- 9 mosquitoes
- 10 noticeable

FOURTEEN

- 1 parliament
- 2 penicillin
- 3 persistent
- 4 separation
- 5 statistics
- 6 curriculum
- 7 descendant
- 8 irrelevant
- 9 playwright
- 10 politician

FIFTEEN

- 1 succession
- 2 synonymous
- 3 acknowledge
- 4 arrangement
- 5 beautifully
- 6 comfortable
- 7 manageable
- 8 occurrence
- 9 outrageous
- 10 attendance

SIXTEEN

- 1 consistency
- 2 detrimental
- 3 devastation
- 4 familiarize
- 5 environment
- 6 fascination
- 7 carburetor
- 8 independent
- 9 influential
- 10 undoubtedly

Words I Need to Study

Notes

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